displaying another frame in the sequence of frames without capturing it.

25.   (Amended with limitations of allowed claim 1) A method of playing back a game history from a game presentation displayed on a gaming machine, the method comprising:

generating a sequence of game presentation frames used in a video game presentation controlled by a master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;

selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating frame data from the selected game presentation frame into a game history frame;

retrieving the game history from a game history database stored on a memory device wherein the game history includes at least one game history frame corresponding to one of a sequence of frames used in the game presentation displayed on the gaming machine;

validating game history frame data comprising the game history frame using [the]a game history frame signature; and

displaying the game history frame to a display device.

37.   (Amended with limitations of allowed claim 1) A gaming machine comprising:

a master gaming controller designed or configured to

i) control a game of chance played on the gaming machine;

ii) to generate a sequence of game presentation frames used in a video game presentation on the gaming machine for the game of chance wherein each game presentation frame is stored in a frame buffer;

iii) to select one or more game presentation frames stored in the frame buffer from the sequence of generated game presentation frames;

iv) to incorporate frame data from the selected one or more game presentation frames into one or more game history frames;

v) to store the one or more game history frames in a non-volatile storage device;

[with processor logic used to select, to modify and to store game history frames obtained from frame sequences generated as part of a game presentation displayed on the gaming machine;]

[a] the frame buffer [used to store the frame sequences]for storing the game presentation frames; and

the [a] non-volatile storage device [used to store]for storing the [selected]one or more game history frames and game history information.

53. (Amended with limitations of objected to claim 56) In a gaming machine including a master gaming controller and a display device, a method of generating a game presentation, the method comprising:

retrieving one or more game history frames stored in a memory device wherein the game history frames contains game history information from one or more previous games wherein a first previous game is played on the gaming machine and second previous game is played on a second gaming machine;

generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the video game presentation;

outputting the sequence of game presentation frames used in the video game presentation to the display device.

Please Cancel Claim 56.

Please add claims 59, 60 and 61.

59. The method of claim 1, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

60. The gaming machine of claim of claim 37, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

61. In a gaming machine including a master gaming controller a display device and a memory device, a method of generating a game presentation, the method comprising:

in one or more games played on the gaming machine,

i)generating a sequence of game presentation frames used in a video game presentation for the game controlled by the master gaming controller on the

gaming machine wherein each game presentation frame is stored in a frame buffer;

ii) selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

iii) incorporating frame data from the selected game presentation frame into a game history frame;

iv) storing the game history frame in the memory device;

retrieving one or more game history frames stored in the memory device wherein the game history frames contains game history information from one or more previous games played on the gaming machine;

generating a sequence of game presentation frames used in a second video game presentation controlled by the master gaming controller on the gaming machine;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the second video game presentation; and

outputting the sequence of game presentation frames used in the second video game presentation to the display device.

Respectfully submitted for your consideration,
BEYER WEAVER & THOMAS, LLP
David P. Olynick
Reg. No.: 48,615

P.O. Box 778
Berkeley, CA 94704-0778
510-843-6200